Educational Software
For Your
Commodore 16

Super Spell

Public Domain Series

SPELLING

GAME FORMAT

AGES 7-14

Required Hardware: Commodore 16 Computer, Commodore Datassette™

commodore

Super Spell

Public Domain Series

As you learn to read and write, you must also learn to spell and identify words. **SUPER SPELL** helps you do both, giving you the needed practice in word recognition and spelling.

Game type format makes using the programs enjoyable as well as educational. Look at words divided into syllables . . . Form words from sets of scrambled letters . . . Read words as they flash quickly by or work with them longer if you choose. Recommended for ages 8-14.

SUPER SPELL includes 7 separate programs to make learning fun:

- Jotto
- Hangman
- Hyphen
- Speed Spell 2
- Speed Spell 7
- Scramble 5
- Scramble 8

Try these other products in the Public Domain Series:
Maze Mania, Math Games and Word Problems.

Commodore Business Machines, Inc.
1200 Wilson Drive • West Chester, PA 19380

Commodore Business Machines, Limited
3370 Pharmacy Avenue • Agincourt, Ontario, M1W 2K4

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